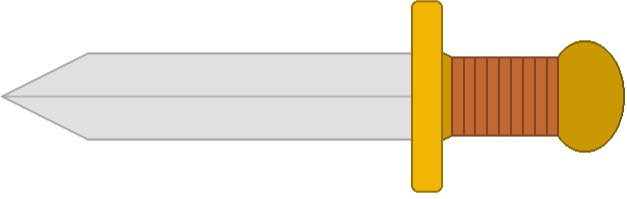
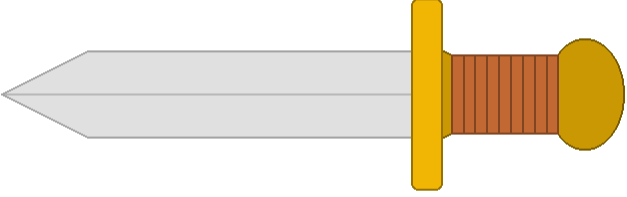
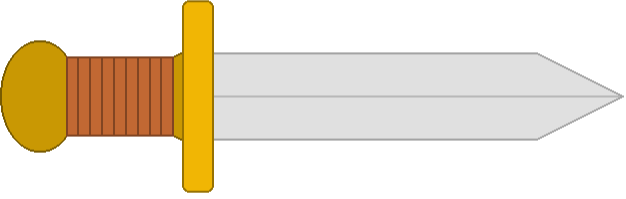
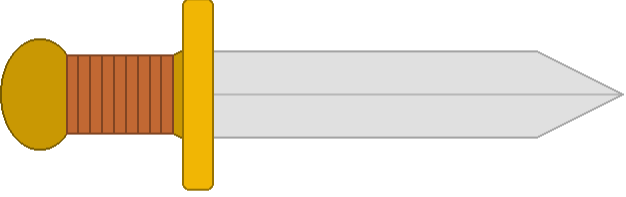


<p>Blank card</p>	<p>Blank card</p>		
<p>Blank card</p>	<p>Blank card</p>		



**VERRIDE!**

The player this card is pointing at rotates their card 180 degrees once (yes, even if it's this card).



**VERRIDE!**

The player who this card is pointing at wins the current exchange, regardless of which direction the cards are pointing in!



**VERRIDE!**

This card copies the top card of the capture pile of the player it is pointing at, including its direction. Leave the card it is copying on top of its respective capture pile. If there are no cards to copy, use the direction on this card instead.



**VERRIDE!**

The opposing player slides their card across to you without changing its direction. Place it on top of this one. It's your card now! Then they reveal a new card.



**VERRIDE!**

During this exchange, each card goes to the player it is pointing at instead!



**VERRIDE!**

The player who wins this exchange also takes the top card of their opponent's capture pile. If the next card on top of their capture pile has the same direction as the one you just took, take that one, too. Keep doing this until the direction of the next card on top of the opponent's capture pile is different from the previous one.



**VERRIDE!**

The player who reveals this card flips over the top card of their deck until two consecutive cards have the same direction. **THAT** is the direction they are pointing in this turn (ignore the text on any other **VERRIDE!** cards that are revealed in this way - only count their direction).



**VERRIDE!**

The player this card is pointing at reveals a new card, placing it on top of their previous one. The new card is the one that counts for this exchange!